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P A R K E R   B R O T H E R S

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ARCADÉ/ACTION  
S O F T W A R E

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POPEYE

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C A R T R I D G E   F O R   C O M M O D O R E   6 4

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## **Object**

In this game, you're POPEYE! And your goal is to catch all of Olive's hearts, notes, and cries for H-E-L-P before they hit the water and sink—or before Brutus, the Sea Hag, or some vulture knocks you overboard. Each time you complete a round, you'll automatically proceed to the next—and more difficult one.

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## **Setting The Console Controls**

1. For a one-player game, plug a joystick controller into the jack labeled CONTROL PORT 1. For a two-player game, plug a joystick into each CONTROLLER PORT. The first player uses No. 1; the second player, No. 2.
2. Place the cartridge firmly into the cartridge slot at the back of the unit.
3. Press the power switch to ON.
4. At the bottom of the screen, you'll see SELECT 1 OR 2 PLAYER GAME. Press 1 for a one-player game; 2 for a two-player game. As soon as you do so, the game begins with Round 1, Level 1.

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## **The Joystick**



The joystick moves in all four directions shown. These are the directions in which you may move Popeye.

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## **The Fire Button**

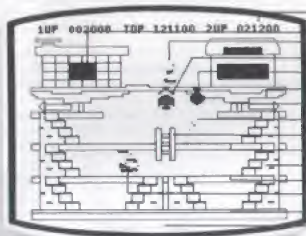
Press the "Fire" button whenever you want Popeye to punch Brutus or the Sea Hag's bottles, knock out vultures, hit the punching bag, or grab his spinach. With each press of the "Fire" button, Popeye will swing his fist once.

NOTE: holding down the "Fire" button will not repeat this action.

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## Playing

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You will begin each game with 3 Popeyes. The first Popeye will appear on the left, topmost ledge as soon as the game begins. The remaining number of Popeyes is indicated at the top, right-hand side of the screen.

Score  
Number of Hearts Caught  
Olive Oyl  
Bucket  
Punching Bag  
"Thru" Ledges  
Platform #1  
Popeye  
Ladder (Down Only)  
Platform #2  
Stairs (Up & Down)  
Platform #3  
Brutus  
Platform #4  
Water

In each round, Popeye must win Olive's affection by catching all of her hearts, notes, or cries for H-E-L-P, depending upon which round you're playing. But Brutus, the Sea Hag, and the vultures all do their best to knock Popeye overboard—Brutus with his fists and bottles, the Sea Hag with her fast-flying bottles, and the vultures with their good aim! When any of them hit Popeye—or if any of Olive's tokens fall into the water and are not pulled out in time—you lose Popeye. If you have a remaining Popeye, he will appear on the top ledge, ready to try again!

### Spinach

Throughout the rounds, Popeye's spinach will randomly appear in specific places on the screen (see SPINACH section under each round). Whenever you see it, you may move Popeye over to the spinach and press the "FIRE" button. If you reach it in time, you'll hear the "Popeye Theme." This is your chance to catch up with Brutus and knock him overboard. When you do, you gain 3000 POINTS! In addition, if you catch any of Olive's tokens while the tune is playing, you receive DOUBLE THE SCORE FOR EACH. Once Popeye uses his spinach, it will not appear in that same round again.

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### **The Sea Hag**

You never know when this nasty ol' biddy is going to jump out from the side lines and pelt Popeye with a bottle. But she'll only let one fly when she's on the same platform as Popeye. If Popeye's not fast enough with his fists to punch the bottle, and it hits him, you lose that Popeye. If you have a remaining Popeye, he will appear on the top ledge.

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### **Sweet Hearts Round #1**

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#### **Hearts**

In this round, you must catch all the hearts before they fall into the water, and sink—and without being knocked over by Brutus or the Sea Hag. Each time you catch a heart, one will appear on the side of Popeye's house, located at the top of the screen. Once you have collected all the hearts you'll automatically begin the next round.

#### **"Thru" Ledges**

As the round begins, Popeye appears on the left, topmost ledge. You may move Popeye off this ledge and land him safely onto the platform below. Or you may move him in the opposite direction and he'll travel around to the other ledge. You may move Popeye back and forth between ledges, or off either side and onto the platform below at any time. Brutus cannot walk on these ledges, BUT HE CAN JUMP UP AND KNOCK POPEYE OVERBOARD!

#### **Stairs**

On each platform, there are sets of stairs which Popeye and Brutus must use to move from platform to platform. Use your joystick to guide Popeye up and down these sets of stairs.

#### **Spinach**

Popeye's spinach will randomly appear on the stairs to the left, either on platform #2 or platform #3.

#### **"Down" Ladder**

In the center of the screen, there is a ladder which connects platform #2 and platform #3. Popeye is the only one who can use this ladder, and only to move downward. However, Brutus can reach up or down this ladder and knock Popeye over.

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### **Punching Bag and Bucket**

You'll notice a punching bag located near the center, topmost part of the screen. Whenever Popeye is on the right "Thru" ledge, he may punch the bag, causing the bucket to fall. If Brutus is directly below the bucket, it will stop him in his tracks and YOU GAIN EXTRA POINTS DEPENDING UPON WHAT LEVEL BRUTUS IS ON (see SCORING section).

NOTE: Brutus cannot knock Popeye over while the bucket is on top of him!

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### **Love Notes Round #2**

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#### **Notes**

Similar to Round #1, you must catch all the love notes before they sink into the water, and without being knocked overboard. Once you've caught all the notes, you'll automatically begin the next round.

#### **"Thru" Ledges**

In this round, the "Thru" ledges are located on platform #2. Again, Popeye can move off these ledges and land safely onto the platform below, or he can move around to the opposite ledge. Brutus can also move about on the ledges, however, he cannot travel around to the opposite ledge.

#### **See-Saw**

At the bottom, left-hand side of the screen there is a see-saw. Whenever Popeye is on the 3rd platform, he can jump off the ledge, land on the see-saw, and bounce upwards. If he catches SweetPea on the way up, Popeye will land on platform #1 and you'll gain 500 POINTS. If not, he'll land on platform #2. Whenever Brutus bounces on the platform, he'll always land on platform #2.

#### **Spinach**

Popeye's spinach will randomly appear to the right on the stairs of the 3rd platform.

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### **H-E-L-P! Round #3**

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This time, Olive Oyl is crying for H-E-L-P and Popeye must catch all the "HELPS." Each time you catch one, another rung is added to the ladder located in the center of the screen. When you've caught all the "HELPS," you automatically return to Round #1, but at a greater difficulty level.

#### **Sliding Platform**

In the center of platform #1, there is a sliding platform. When Popeye steps onto it, he'll be whisked across to the other side. If Popeye misses the sliding platform, he falls to the next platform.

#### **Vultures**

In this round, vultures may appear and swoop down at Popeye. If you're quick enough, Popeye can punch these vultures, and YOU GAIN 1000 POINTS FOR EACH ONE HE KNOCKS OUT. But if you miss, the vultures can knock Popeye overboard and you lose that Popeye. If you have a remaining Popeye, he will appear on the top, left-hand side of the screen.

#### **Spinach**

In this round, Popeye's spinach will randomly appear at the right, either on platform #2 or platform #3.

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### **End of Round**

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The round ends once you've collected all of Olive's tokens. As long as you have a remaining Popeye, you'll automatically advance to the next round.

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### **Game Selection**

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GAME #	NUMBER OF PLAYERS
1	1
2	2

Once you complete ROUND #3 in any of the games, you will automatically begin the next game at a higher difficulty level.

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## End of Game

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The game ends when you run out of Popeyes.

To start the game over again, press 1 or 2, depending on whether you're playing a 1- or 2-player game.

### Two-Player Games

In a two-player game, players alternate as Popeye. The LEFT player goes first.

\* In a two-player game, when one player loses all his or her remaining Popeyes, he or she is out of the game. The opponent, however, may continue to play as long as he or she has a remaining Popeye.

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## Scoring

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The number of points for each heart, note, or letter caught depends upon which platform Popeye is on when he catches it.

### EXAMPLE

If Popeye is on platform #2 when he catches any kind of token from Olive, you gain 300 points; if he is on platform #3 the token is worth 100 points.

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## Hearts, Notes, & Letters

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Platform #1	500 points
Platform #2	300 points
Platform #3	100 points
Platform #4	50 points
Tokens in Water	50 points
Punching Bottles	100 points
Punching Vultures	1000 points
Hitting Punching Bag	30 points
Hitting Brutus with Bucket	
Platform #2	1000 points
Platform #3	2000 points
Platform #4	4000 points
Knocking Brutus	
Overboard	3000 points
Catching SweetPea	500 points

### Bonus Popeye

You'll receive a bonus Popeye after the first 40,000 points accumulated in the game.

### Double Points

Remember: You receive double the point value of a token if Popeye catches it while the "Popeye Theme" is playing.

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